

FEC BB FEC INFO LCT BB

**All sent to IESG for consideration as RFCs
FEC BB and LCT BB as Experimental
FEC INFO as Informational
(although for some reason still not in the RFC Editor
Queue)**

ALC PI status report

M. Luby, Digital Fountain

J. Gemmell, Microsoft

L. Vicisano, Cisco

L. Rizzo, ACIRI and U. Pisa

J. Crowcroft, UCL

Proposed changes to 06

- **Clarify that session is from a single sender, and that receiving from multiple senders is at the application level above ALC**
- **Transmission Session ID**
 - **06:**
 - TSI explicitly required to be in each packet.
 - **Proposed:**
 - TSI explicitly required to be in each packet **UNLESS** the sender is supporting only one session, in which case TSI **MAY** be omitted and is then presumed to be 0.
 - **Pro: Saves space in packet header if only one session per sender**
 - **Cons: LCT requires TSI in header – is useful for network elements to classify channels according to session – inconsistent across senders**

Proposed changes to 06

- **FEC Object Transmission Info. communication**
 - **06:**
 - **Must be communicated out-of-band before receiver joins the session.**
 - **Proposed:**
 - **Can be communicated out-of-band before joining the session**
 - **Can be dynamically communicated out-of-band as the session is progressing**
 - **Can be communicated in-band as the session is progressing – add a fixed length and variable length Header extension to carry this information**

Proposed changes to 06

- **Transmission Object ID – when required**
 - **06:**
 - If more than one object carried in the session then TOI required to be carried in each packet
 - **Proposal:**
 - If more than one object carried in the session then TOI required for all but one object, and the object not carrying the TOI is presumed to have TOI = 0
 - Pro: Saves some space in packet header for one object
 - Con: Is inelegant and inconsistent – can cause confusion if one of the objects explicitly carries TOI = 0
- **Transmission Object ID – scope**
 - **06:**
 - Implicitly scoped globally
 - **Proposed:**
 - Explicitly scope within session

Next for ALC PI

- **Decide these issues here**
- **Revision 07**
- **Last call**

Wave & Equation Based Rate Control

WEBRC BB

M. Luby, Digital Fountain

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WEBRC outstanding issues

- **Number of channels used per session can be large**
 - **Depends on timeout for general query**
 - 1 channel used for each 10 seconds
 - 180 seconds default value
 - **Depends on ratio of maxrate to minrate**
 - 8 Kbps is default minrate
 - number of groups = $\log_{4/3}(\text{maxrate}/\text{minrate})$
 - **This is an issue for ASM, not so for SSM**
 - **State information in routers/switches should be ok for this if ok for other multicast apps**

WEBRC outstanding issues

- **Ability of networking infrastructure to scale to handle receivers that send one IGMP join and leave message each 10 seconds**
 - **Performance figures on the amount of IGMP messages routers/switches can handle**
 - When heavy data packet load
 - What impact on data packets?
 - What impact on IGMP latency
 - **Same questions for resulting PIM SM messages**
- **No performance figures yet from vendors**
- **Digital Fountain replicator performance figures**
 - **Similar to IGMP join message processing**
 - **19 ms latency for join messages when 1 receiver**
 - **20 ms latency for join messages when 10,000 receivers**

WEBRC outstanding issues

- Long IGMP and PIM SM join latency can adversely affect throughput
- Losses due to behavior of multicast protocol can adversely affect throughput
 - RPs
 - Switchover from (*,G) to (S,G)
 - MSDP
- Recommendations?
 - Use SSM
 - If using ASM
 - Place RP near sender
 - Do not use MSDP if it can be avoided

WEBRC roadmap

- **Full Technical paper**
 - Target date April 1
- ***ns* code and website of results available**
 - Target date April 1
- **Dummy net simulations**
 - Target date June 1
- **Real world experiments**
 - Target date August 1
- **RFC target – September 2002**